

SMITE

COMMUNITY MAGAZINE

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SMITE

Welcome one, welcome all, to The GameOn Magazine Presents SMITE Community Magazine! What makes this a 'community' project, you ask? Simple. All the content from the articles to the guides and even the artwork, is created by community members just like yourself!

What can you look forward to reading in the very first issue then? Well, for all the newbies among us, we've got the start of a series called Smite 101. This will teach you how to become a SMITE champion in no time! Staying on the thought of guides, we take a close look at everybody's (read: nobodies) favorite god, Bacchus and tell you exactly why he's such a fantastic god to play as.

Along with this, we've got a fiction based piece where we see Ullr first entering the arena, along with a closer look at Ullr including his lore and how he's been created within SMITE.

If you feel like you need a break at any time, head over to the Coffee Break section and have a go at our crossword or enter our caption competition to be in with a chance of winning 800 gems to spend on all kind of fantastic things!

I'll let you explore the rest of the magazine, however; as I don't want to take out all the surprises! So, sit back, relax, stand up, put your fighting boots on and get in there! What do you think this is, jungle practice?!



Steve Greenfield
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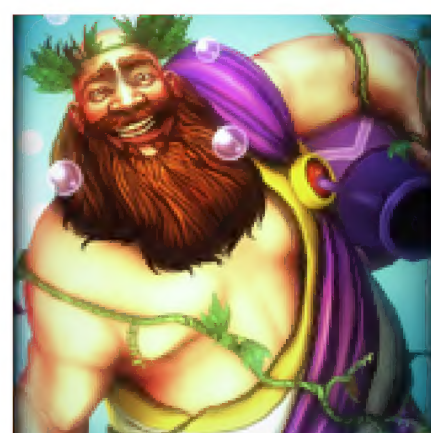
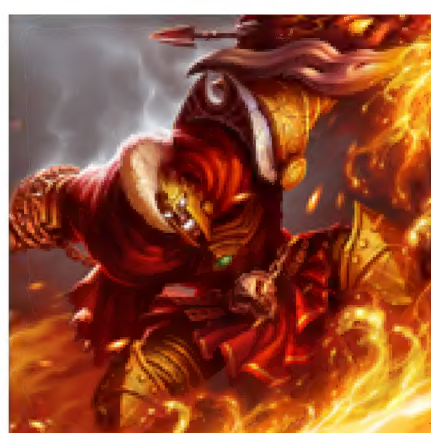
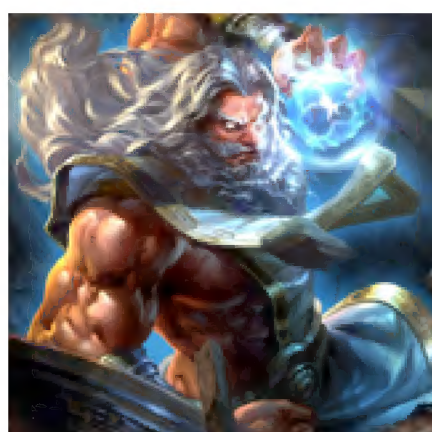
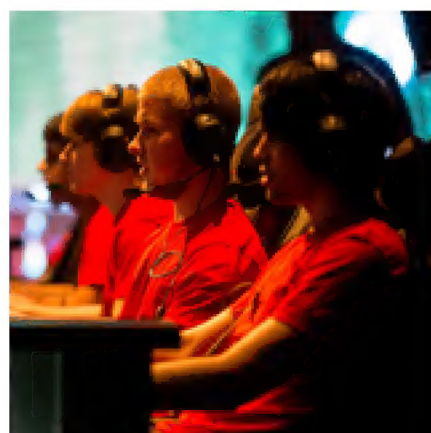
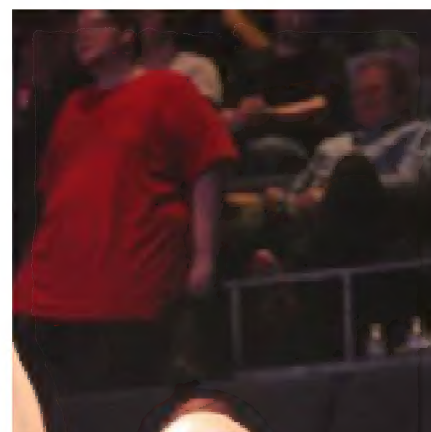
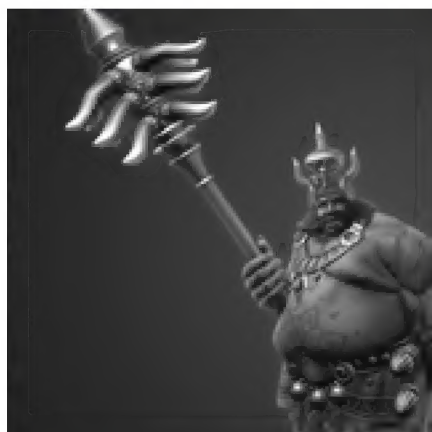
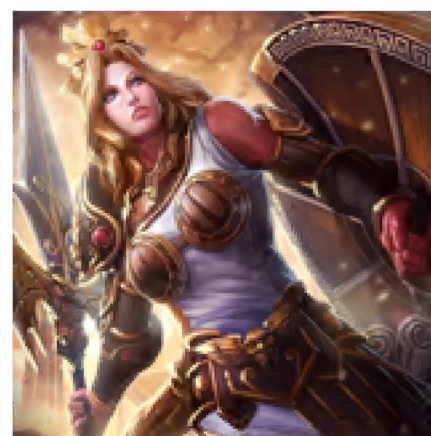
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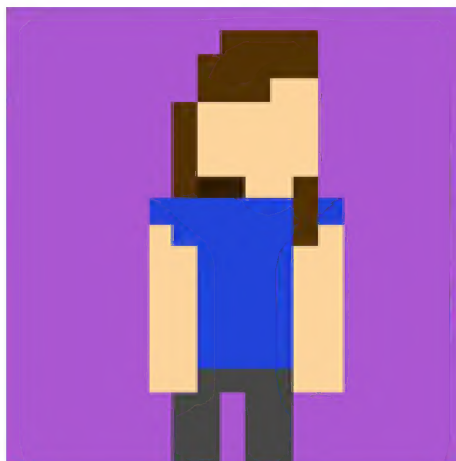


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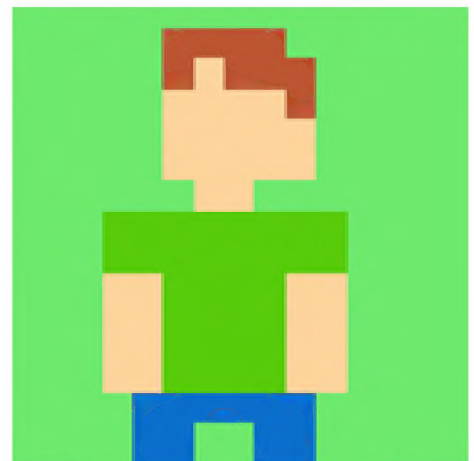




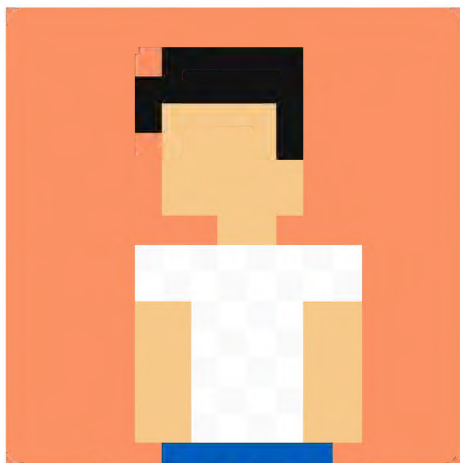
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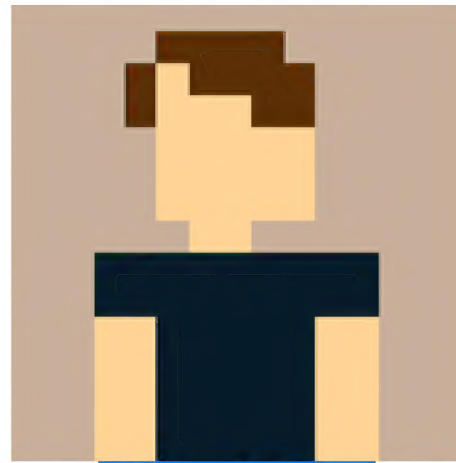
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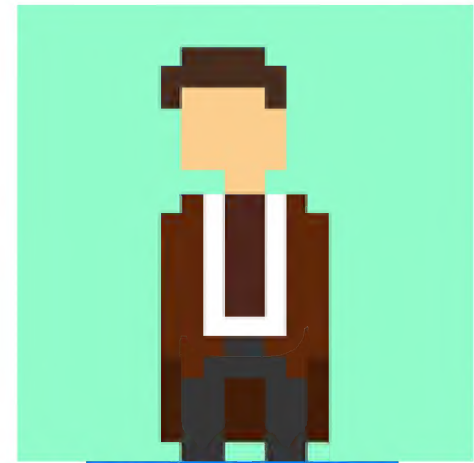
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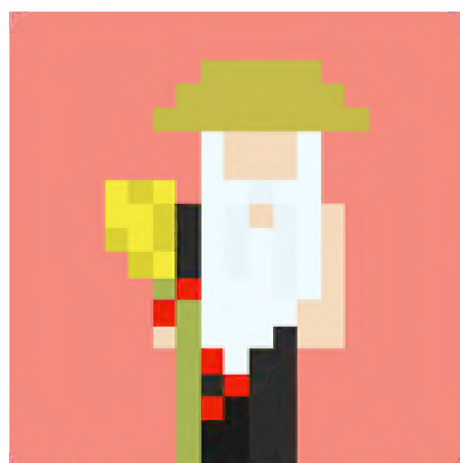
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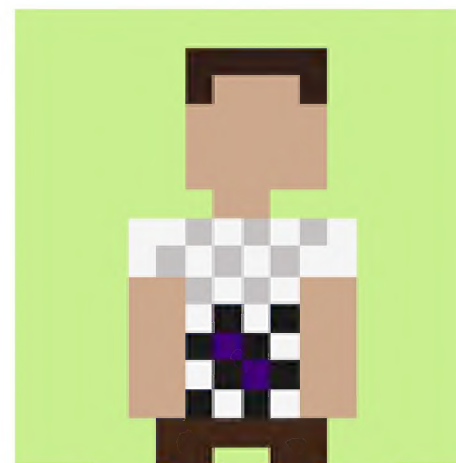
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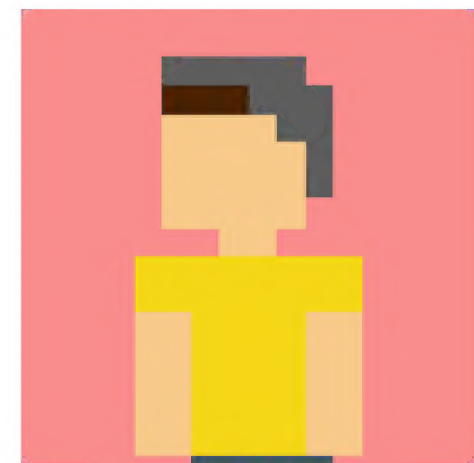
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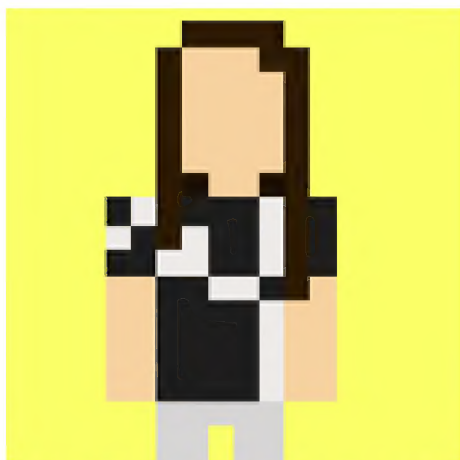
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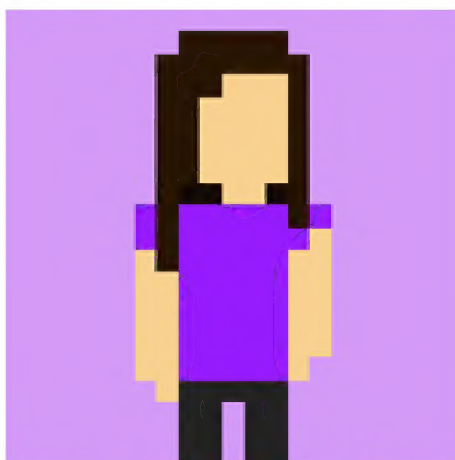
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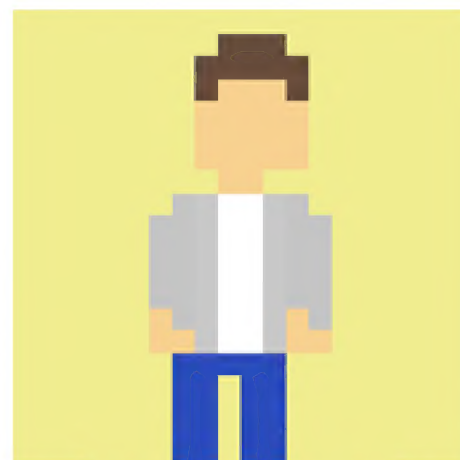
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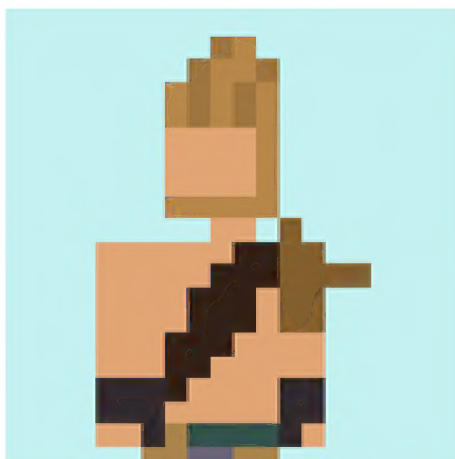
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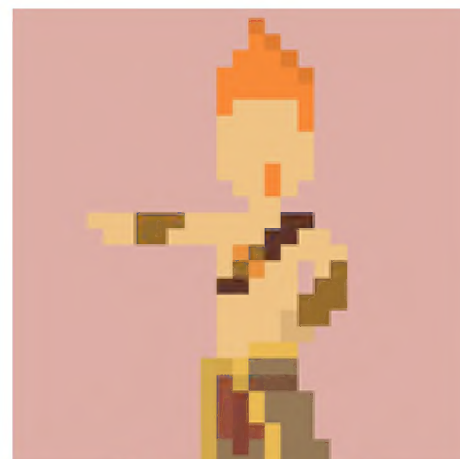
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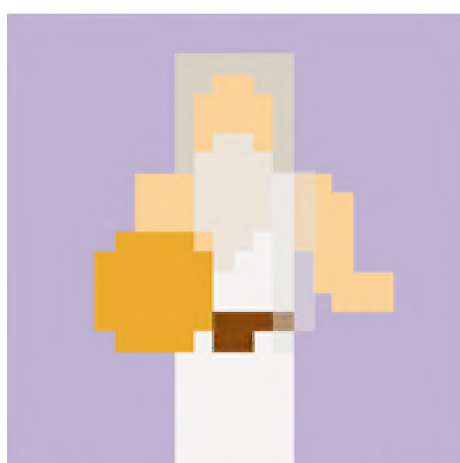
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**Clicking on the
artist's name's
will take you to
their portfolios!**

SPAWNING IN: ANTICIPATION

Ullr, the god of hunting, was consumed by this feeling of anticipation. Never before had he met such a difficult task as fighting this many gods, yet he still greeted the challenge with the open arms of an old friend.



By William O'Hara

There were gods from all over the world: from Asgard, his home world, to Olympus, from Maya to Egypt. The strongest, smartest, most cunning and deceitful gods were here today, ready to fight on the battlegrounds of SMITE.

As the newcomer, Ullr had a heavy schedule ahead of him; he had to prove himself worthy on the fields of battle, and gain worshippers to support for his cause, however; today was his first ever fight in SMITE. Whilst he had obviously been training hard, he still worried about the outcome. Ullr, being a leader, was uncomfortable with this current situation; he also feared that he had grown complacent being in power for so long, even if it was from the shadows of

Odin's departure. Perhaps he had lost his touch after being away from hunting for so long. One thing was for sure, he knew he had to be at his best in the arena.

He sat, alone in his wooden halls, waiting for the call. He had no idea when it would come, or in what form, for all that he had been told was that he would know when it happened. This, in itself, did nothing to calm the Hunter God. "What have I got myself into this time..." He mumbled to himself under his breath.

Suddenly, his vision erupted with light, filling the room with a golden glow that consumed the darkness of the entire hall. Hazy circles began to form around

him, spiralling seemingly out of control, yet with a definite pattern. He slowly stood up, raising his axes from his sides, ready to pounce. He was ready. His vision blurred with the intense light, eyes completely filled with a golden glow. He held his hand up to his face and shut his eyes as hard as he could to shield them from this tremendous pain, but to no avail.

Then, total darkness and utter silence. Ullr remained still, thankful that the pain had subsided for the time being, letting his hands fall to his sides, sighing a breath of relief. This feeling didn't last long as the silence was replaced by a thunderous roar worthy of Fenrir. His eardrums beat in







his head, screeching from the sudden bombardment of noise. Light seared his world as his vision returned. Huge pillars of marble surrounded him. Hundreds, neigh, thousands of people watching in expectation, all waiting for the match to begin.

So this was The Arena.

"Glad you could finally make it, you old sod." Ullr smiled. A voice he recognised. The Norse God of thunder, prince to the throne of Asgard. Thor.

"Well, I had to show everyone who was truly the best hunter one day or another," Jeered Ullr, a huge grin spreading across his face.

His grin quickly fell as a small gurgling noise sounded behind him. He turned slowly, axes in

hand, only to find a creature in front of him. It was hooded, clawed and hunchbacked, and a foul stench emanated from him... it?... Ullr wasn't entirely sure. It brandished a cloak of blood red, a cape of human flesh and, instead of hands, there were two serrated blades. A demon so hideous in appearance, it was revolting to even be in the vicinity.

Thor waved towards the creature, and said lightheartedly "Meet Bakasura, the local Demon. I would say he doesn't bite, but..."

At this moment a huge, jet black head shot out from underneath the scarlet hood. Tentacles of varying sizes swayed back and forth, seemingly of their own accord. It's eyes of crimson scanned Ullr, almost judgmentally. It seemed as if he was sizing him up, licking his lips as a predator

would to prey. However, the most noticeable thing was the huge teeth. As long and as sharp as swords, yet spanning across his entire oversized head. Each one crusted with who knows what. Tiny chunks of stuff that can only be describes as "food" were stuck between each one.

"What is this foul creature, Thor?" said Ullr in disgust.

"That, my friend, is our teammate."

"But... But..." Thor gave Ullr a look, and he knew he should leave it be.

Looking around, Ullr had a quizzical look on his face. "Shouldn't there be five of us?" Thor also looked round, and sighed deeply. Almost disappointingly.

"They might be a bit late... It happens sometimes. We will have to carry on without them until they get here." A loud voice sounded throughout the arena. "Thirty seconds till minions spawn."

"That would be our cue."

Ullr smiled.

Let the games begin.

"Minions have spawned." §



SMITE 101- GODS AND CONQUEST

Gods and goddesses, welcome to your SMITE 101 class. Here I will be teaching you fresh-faced cupids out there how to play (and win) at SMITE right from the get-go. SMITE is not unlike many games you will have played before - move with WASD and shoot with your left-click. How could it be any simpler?

By Charlie Seddon

The truth is mastering SMITE couldn't be more difficult. Fortunately you're not going to be thrown in against professionals at the beginning; this isn't Dark Souls after all. In the eternal words of A Hitchhiker's Guide to the Galaxy: **Don't Panic.**

I'm going to start by running through the basic workings of the game, specifically focusing on the Conquest map where you will likely spend most of your time. If you have played other MOBAs, you'll be familiar with the concept: Three lanes defended by towers with minions (a wave of AI controlled characters consisting of 3 archers and 3 swordsmen, and occasionally

larger swordsman which are stronger than normal and take more damage) who charge towards the opposing tower. In between these lanes lies the jungle, an area filled with AI 'camps'. The fury camps provide purely gold and experience, while the cyclops camps provide bonus attributes, known as 'buffs', when killed. At the end of the three lanes are phoenixes (essentially more powerful towers capable of rebuilding themselves over time) and behind them is the Titan. Your objective is simple, break through the towers and phoenixes and destroy the enemies titan, while defending your own. The gameplay and tactics, however, are far from

simple. This running guide will take you through the early throes of the game and explain the mechanics and roles in SMITE.

Let's start with a breakdown of the class system within SMITE; before we start ploughing through waves of minions, we need to know what we're using. Gods are divided into magical and physical categories, which affects the items you can buy and how you deal damage. Some tend to favour their abilities (which you will learn about in the tutorial) whereas others will deal their damage through basic attacks. After the magical/physical divide gods are broken down into five classes:





Feel free to skip ahead if you know this already, clever clogs.

Mage (magical): A general damage dealer, most mages have powerful area of effect attacks and provide large amounts of damage throughout the match. Some mages also have team healing abilities and can function as healers.

Hunter (physical): These gods rely on their basic attacks rather than their abilities. Typically weaker during the early stages of the game, they are capable of doing a lot of damage very quickly, especially towards the end of the game. These are referred to as ADCs (attack damage

carry, as they carry the teams offensive single target damage), and are also very responsible for destroying enemy towers and phoenixes.

Guardian (magical): The gods most typically associated with being the 'tanks' or 'supports' for the team, they have good protective abilities and are capable of setting up kills for the team more than claiming kills themselves. Some are able to do a lot of damage without surrendering too much defence, but in general they will soak up most of the enemy's attacks and use their abilities to support rather than damage.

Assassin (physical): Aggressive gods that have high amounts of burst damage (burst being all at once, while sustained damage being strung out over time), but have low health and defense. They are your traditional junglers, the god who roam the jungle killing camps rather than minions in the lanes. They will go from lane to lane using their hard hitting abilities to create kills, and towards the later game will look for kills away from the main fights, picking off targets rather than diving into crowds.

Warrior (physical): Somewhat of an enigma as to their true role, they are the jack-of-all-trades in terms of utility. While their

general description would be a damage dealer capable of taking a lot of damage, they can provide support and defensiveness close to a Guardian or high damage close to an assassin. The way they play out is down to how you buy their items. The link between Warriors is that they have some sort of 'sustain' ability that allows them to either heal or block damage. Also all warriors are melee characters.

Despite their descriptions, there is less emphasis on the difference between classes than there is on individual gods. For example, some mages such as Freya are more suited to an assassin's job than their traditional role in a lane. Expect to see people breaking the mould on matching classes with their associated

roles. I would suggest, when new to the game, you play classes in their classic roles to get the feel for the game. Try and stay with a proven method, leaving experimentation for later on.

On to the Conquest map! There are two sides to the map: Chaos and Order (as named per Titan), or you may hear these referred to as Destroyed and Pristine (which you can tell by your base being marble for Pristine or Wood for destroyed). Depending which side you're assigned to, the map will be laid out differently.

The two outside lanes have different lengths, and are known as long and short lanes. The Pristine side will have the short lane on the right and long lane on the left, while the Destroyed

side will be the opposite. This is important to note as the side gods go to depends on their length, which will be explained in a moment.

The jungle is the area between lanes and is filled with an assortment of different NPC creeps, either buff camps or gold camps, the former providing a 'buff' to the team member who picks it up, and the latter giving a pure gold and experience bonus. Also in the jungle are the Gold Fury and Fire Giant; the Gold Fury providing 300 gold to each team member when killed and the Fire Giant which gives a powerful team buff. These two boss camps are much tougher than the rest of the NPCs and should generally be tackled as a group.



Having established some knowledge of the map let's have a look at how different roles fit in.

Within the current 'meta' (the word used to describe a consensual way to play the game across the player base) the general set up of where players go is:

Two in the long lane, one in the middle lane, one in the short lane, one player roaming the jungle. The idea behind this is to maximise the amount of gold that each player can receive (known as farming); there is a limit to the amount of camps and minions that can be killed because the minions come in waves and the jungle camps have

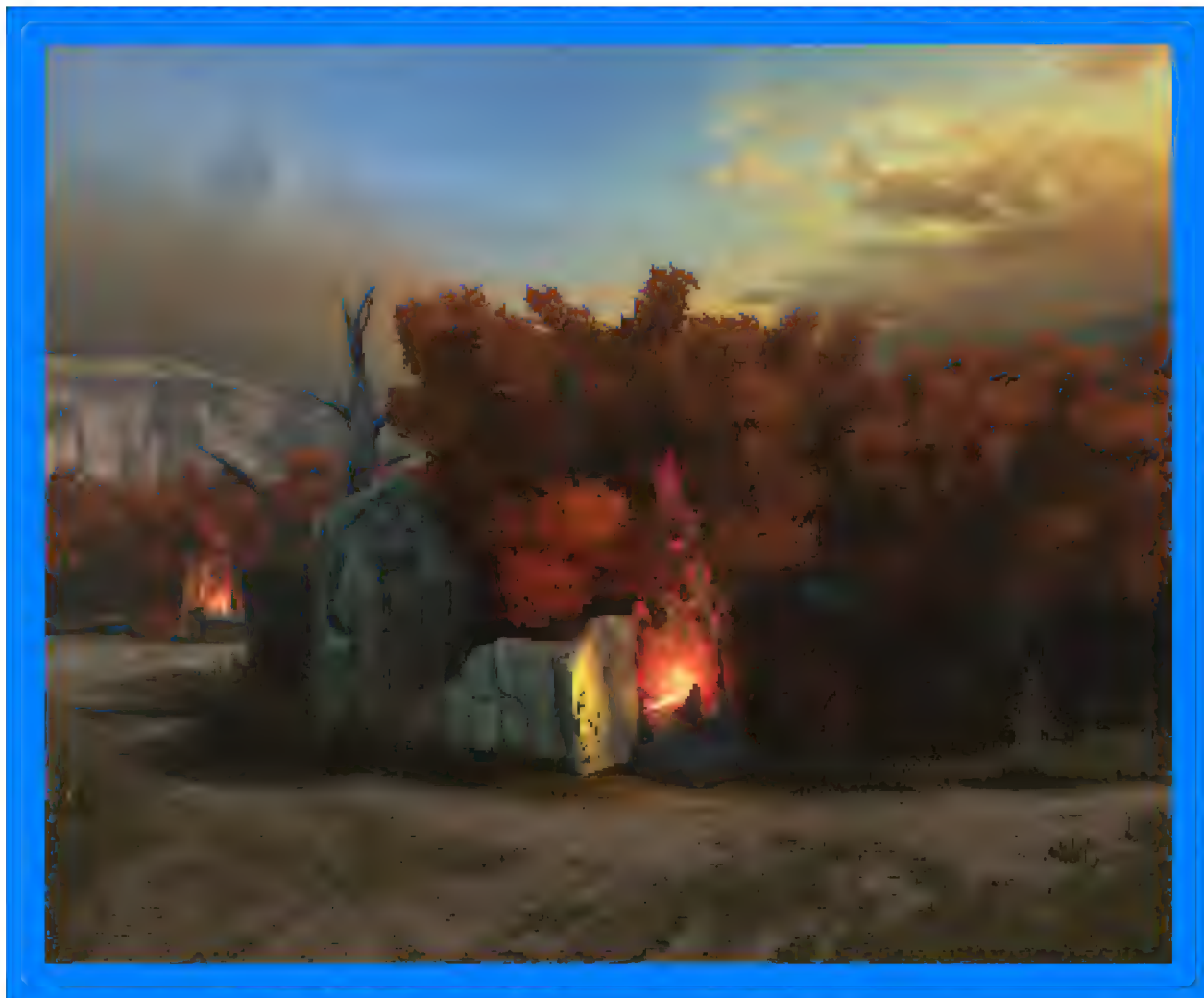
to wait to respawn after being killed. Also, minions and jungle camps provide a base amount of gold and experience when killed, which is split between the players who damage the NPC, and provide the greatest amount of gold to the player that gets the last hit on the minions before it is killed. Making sure that you get last hits on the minions in the wave is a good idea to practise as you gain the most gold possible.

A traditional, well-rounded team composition would have a hunter and a guardian in the long lane (or duo lane), a mage in the mid lane, a warrior in the short lane (or solo lane) and an assassin in the jungle. This is a simple set up, and you are bound to find differences from game to game,

however at the start of the game a set up like this will be put into common practise.

You may find yourself getting frustrated by players who choose to ignore this and go to different places randomly, and as a multiplayer game you can't force players to play in any certain way, so the best thing to do is to make sure everyone's clear and happy with what they're doing in the lobby of the game. During this time in the lobby you need to pick a role to play in the game and state that in chat. Typically it is a race to claim the positions that you want to play, and quick fingers help. If you are new, however, I personally suggest you play either position in the Duo Lane, as you will be playing alongside someone so will gain experience from them and be able to help each other, rather than taking on a position of big responsibility from the outset.

In the lobby your position (as in the number of places from top to bottom) state your ELO, the calculation from your stats that gives you a skill ranking, and while this system is flawed, it is a nice way to see who may be good to put in the more experienced roles like Mid and Jungle.





A game can take between 10 (the earliest you can surrender) and 80 minutes (it can last longer but you likely won't see this) and generally lasts around 25-40 minutes. There are 90 seconds before the game actually starts, where you can buy items and decide your strategies against the opposing gods lineup. The start of the match is signified by minions spawning in the lanes and jungle, but you can still fight the enemy team before this. The Gold Fury appears straight away, however the Fire Giant will only appear after ten minutes. Due to relative character strength and farming ability (the stronger you are the faster you can kill minions), the game breaks down into three phases:

Early Game/ Lane Phase:

The early game is spent mainly sticking to your lanes and killing as many minions as possible, and possibly killing the enemy god and even tower.

Since you are not strong enough to quickly clear all the minions you have to stick to the lane and expend a lot of mana to kill all of them. This is where the makeup of the team comes into play, as generally the solo and mid lanes have very quick wave clearing abilities, whereas the ADC struggles at first, so needs the added presence of the support. The Jungle plays a large part in this phase as their 'ganks' (attacks on character in lane from the jungle) can be crucial on getting the upper hand around the map.

Mid Game/ Objectives: The middle game generally marks the time when teams start grouping together and fighting for towers and the gold fury, known as objectives.

'Teamfights' are crucial as scenarios could occur when 1, 2 or all the members of the enemy team get killed and you

are free to take the objectives that you want.

End Game/ Winning: Late game is similar to the mid game in that it is largely based around teamfights, however you may find there's a lot more waiting for the right opportunity to strike and one teamfight could determine the match. Often this portion of the match will be spent either around the phoenixes or the Fire Giant, as the Fire Giant buff could be the key to making the final push to victory.

Hopefully this gives you a little bit of a clue as to how the conquest map works. Unfortunately you'll have to wait till next time to get a breakdown of what fighting is all about, and how to defend yourself against a man armed with a pointed stick.

A parting piece of wisdom - Never underestimate wards; they'll save your life, twice. [§](#)

THE GUARDIAN'S CODE

The role of Guardian is truly a unique one. Hunters hunt, Assassins assassinate, Warriors battle, and Mages cast spells, but Guardians – they guard. Their goal is not to score kills, but to help their team. This doesn't mean they don't attack – they may be the most aggressive member of the team – but it means they don't go for kills. Their job is much more complex than that.



By Lucas Fulton



This is because, as the Guardian, your role is to help your teammates by directly aiding them in five major ways – none of which are by getting kills. The role of the Guardian is best summed up in these five principles, “The Guardian’s Code”.

1. Secure objectives, such as Gold Fury and Fire Giant, with Hand of the Gods.

As a Guardian, you are tanky. Late-game, you will be nigh-indestructible, so it makes sense that it’s the job of the Guardian to be in the thick of things when taking down an objective –

knowing that, it also makes sense the Guardian should have Hand of the Gods (also known as HoG). This is an active ability that, at tier 3, instantly kills any objective that is below 25% health.

This is huge. It lets a well-prepared team make their enemies do all the work in taking down an objective, then swoop in and steal the benefits at the last second. To prevent this, the tank purchases tier 3 HoG, uses it as soon as the objective is at 25%, and secures the objective for their team. Many games have been won or lost on this – make sure you get your buff you

worked for (or hey, stealing an unprepared enemy’s is always good too)!

2. First one in, last one out - start teamfights, and finish them.

As the indestructible wall, you should be upfront – but seriously, just jump up in their face. People tend to just dump their abilities on the first person they see, and if they waste their abilities trying to kill you (and failing, because you is indestructible ROCKSTAR), they won’t be able to use their abilities to kill your squishy-but-deadly teammates. Also, it takes

a large amount of durability to be the first into a fight – a lot of times, the tank is the only one who can successfully initiate.

Don't forget to stay in the teamfights, too – even if you're at 25% health, don't be afraid to keep fighting and help your team get that extra kill.

3. Keep your teammates alive, especially during late game. Sacrifice yourself, if need be.

This is what you're going to be complimented on: those epic saves when you fly out of nowhere, peel the enemy away with your CC (Crowd Control), and either let your teammate escape or turn it around into a kill! It mainly involves watching your teammates' health bars in the top left corner, but it also requires a lot of map awareness – if your teammate finds themselves alone and deep in enemy territory, start heading to them immediately.

However, be careful to know your limits in acting as the hero, those limits depending on how tanky you are. Early game, when you're pretty squishy yourself, it's easy to rush in valiantly and give the enemy two kills instead of one – late game, however, you can afford to be daring.

4. Keep your team nice and fed - make sure they get kills and last hits.

The idea here is to let the people around you last hit enemy gods and minions – that way, they get more gold and experience, and then they can do more damage. But there's only so much gold to go around, so this can leave you underfed, and a squishy tank is no tank at all. Thankfully, there are items you can buy to prevent this. Watcher's Gift, a starter item, gives you the last hit bonus when someone around you last hits a minion. Midas Boots also help to alleviate your gold woes by giving you extra passive gold, though they do take around 25 minutes to pay themselves off

– if you can make them work, though, it's completely worth it. The extra gold is a godsend.

5. Tank objectives – aggro towers so your teammates can take them down effortlessly.

This is the most basic of your duties as a Guardian – when you and someone else are attacking a tower without a minion wave, you go in first! The carry would die in a few seconds, but you can hold out a lot longer, giving your carry time to take down the tower.

As a side note, all structures/objectives/NPCs (minus the Fire Giant's lava floor attack) deal physical damage, so it's a good



#1: Unforeseen Consequences

by Mike "Katar" TR



idea to make sure you have some physical defense for this before you tower dive. Additionally, they deal escalating damage with each hit, so don't stay under there too long – they'll melt even the tankiest tank, eventually.

Now, these principles are all

important, but don't get too hung up on them. The big takeaway from all this can be summed up in one titular word: guard. Just guard. Guard your teammates' lives, their gold, and their towers. Guard the Gold Fury and stake out at the Fire Giant. You are the

sole person on the team whose job it is to not to attack, but to defend, to thwart the ambitions of the five enemy players who want to take your teammates' lives. So go out there, armor-plated, and guard. §

NEWS

WHAT ARE HI-REZ UP TO NOW?

Well with the release of SMITE just passed us, we've seen our beloved Lionheart transfer to Hi-Rez at the start of the year and Drybear also joining Hi-Rez studios as the forum manager upon release. Todd announces just before the release on March 12th that various positions are open as he tweets:

“@SmiteGame growing and we are hiring. Design, QA, and more”.

With Hi-Rez expanding more and our dearest community members becoming official employees, SMITE is hoping to see a wonderful progression with the community behind them every step of the way.



“Sleepy,” is a potential second life as he falls asleep for 8 seconds and if not hit with enough auto attacks, comes back to life with 25% health and man

Skins in the Kumbhakarna patch included Rip Van Khumbha and Scarlet Coven Isis, which gives our favorite winged goddess a dark, sultry, almost witch-like look. Scarlet Coven Isis can be yours for 400 gems.

Other patch highlights included some reduced prices on items, nerfs to warriors (Chaac, Nemesis, Odin, Tyr, and Vamana got hit) along with a nerf to Bastet. Zhong Kui, Hun Batz and Thor were the lucky ones this week, receiving a couple of small buffs to their kits. We can only hope this will allow them to shine more in battle!

Some final important tidbits were the removal of mastery levels on the loading screen cards which have been replaced with player icons and some changes to the new player experience. New players now have to “unlock” PVP modes by playing a Co-op or Practice Match of the same game type.

SMITE NEWS - KUMBHAKARNA AWAKENS AND ISIS SHOWS HER DARK SIDE

Last week's patch brought us plenty of goodies including a more updated Unreal engine to improve performance as a whole. The spotlight of the patch, however, was the addition of a brand new guardian to the battlefields: Kumbhakarna, the Sleeping Giant! Our big, yawning friend uses his first ability, “Throw Back,” as a nice wave clear and his second ability, “Groggy Strike,” is a nice built-up root. His third ability, “Mighty Yawn,” is a giant mesmerize that will slow enemies that are awakened early from it. As an added bonus, Kumbhakarna can use this ability while asleep! Finally “Epic Uppercut,” his ultimate, knocks enemies directly up in the air for a brief time and, upon falling, deals massive damage and knocks up anybody in the area upon landing. His passive though,

BASTET GETS A MAKEOVER AND TYR TAKES TO THE SEAS!

At the beginning of the month Bastet finally got the community's request answered as Bastet finally got her visual makeover, coming out a much finer feline as well as some few changes to her kit. Pounce is now much more fluent and responsive, her DoT (Damage over Time) skill increased from a 45 to 70 degree cone as well as the cast time for her long range slow getting reduced in csst time. Her final change was a new hit progression of 1/0.7/1.3.

Tyr gets his gem skin and after some community feedback on what to put in his voice pack (making an obvious spoiler for the skin to come), he now comes in the form of a pirate, with a classical patched eye and hooked hand. To make up for the incoming evilness of Tyr's pirate form, Bakasura's Feaster Bunny skin is back on sale until the 23rd of April. The horrifying cuteness into disaster makes me want to "ABANDON SHIP!" As PrivaTyr would say.

E-SPORTS

INAUGURAL WORLD CHAMPIONSHIP SEASON

The new season of Smite eSports was recently announced and will be culminating with a World Championship event in Atlanta, Georgia in January 2015. Teams will begin the regional qualifier process in May 2014. Each region will have two teams qualify from the weekly HiRez events and two others will have a chance to qualify through a wildcard event in September 2014. Regional championships will occur near the end of 2014 in both Europe and North America. The world championships will showcase Smite talent from both of these regions and China in what HiRez promises to be the biggest event to date.

ALIENWEAR ARENA TOURNAMENTS

Alienwear has hosted their second arena tournament with a prize purse of ten thousand dollars. The tournament began on April 19th and will continue again the weekend of April 26-27. The tournament is utilizing a 64 team bracket. The top three teams will earn a portion of the ten thousand dollar prize pool while teams placing fourth through either will earn gems.

COMMUNITY TOURNAMENTS

In addition to the exciting offerings from HiRez this year, Smite eSports has a large community run tournament pool to choose from. Teams can face off in conquest in the regular Tuesday Parabellum eSports tournament series. If you don't have a full team to play with but would like to try competitive Smite, Tiermonster hosts weekly pick up group tournaments. The Code Green tournaments are 5v5 conquest map play. Code Black tournaments alternate between the arena and assault maps. Tiermonster events are held every weekend. Are you a joust 3v3 fan? Smitetube offers a 3v3 tournament every Wednesday. All community run tournaments have a prize pool of gems up for grabs and are open to all experience levels.



WHO IS ULLR?

Lets start with some basics: He is an Old Norse deity who, according to current sources, appears to have been a major God or an epithet of an important God.



By Andrew Mason

The name, 'Ullr,' appears to have gone through a couple changes over time and cultures.

The Germanic pagans appear to have referred to one, Wulpuz, while the old English seem to have used "Wuldor" or wuldorfæder "glory-father", though there is some smoke surrounding the English use of "Wuldor" in reference to a name specifically.

There is oddly not a lot of information on Ullr from mythology, though we do know he is the bearer of the title, "Glorious one" or "King of glory". Archaeologically, there's a scabbard in Europe that refers to "The Glorious One" (Ullr), and "Servant" or "Slave," which would lead one to think it was a scabbard belonging to a servant or slave of Ullr. So, he at least had his best friend that was devoted to him-- and that's all we need, right?

Moving on, let's look at what he is depicted as.

Most accounts of Ullr refer to him having a bow (which we see in Smite), as well as skis.

He is included on winter sports medallions in Europe and is viewed as a "skiers guardian".

Interesting that he can shoot a bow while on skis; he must be a God or close to one! I sure can't do that. There is also a 16th century

wood-engraved depiction of him which finds him riding a large magic bone at sea.

In chapter 31 of "Gylfaginning in the Prose Edda," written in the 13th century by Snorri Sturluson, Ullr is referred to as a son of Sif (with a father unrecorded in surviving sources) and as a stepson of Sif's husband; the major Germanic God, Thor.

So you basically get the idea, right? He was renowned as an expert hunter that did so while riding skis.

Now let's look at Ullr in Smite.

He is labeled in the MOBA (Multiplayer Online Battle Arena) community as a "Hunter" or "ADC," which stands for "Attack Damage Carry". These characters "carry" the teams attack or physical damage; in contrast to mages who carry the magic damage side of things.

He is depicted as a strong woodsman with a medium bow, dual one-handed axes, and while there are no skis to be found (other than during his game winning animation), he does sport snow boots which are much better for fighting in!

Quick, agile, and hard hitting, he is a tough ADC to beat.

Let's get more specific. I'll start with his 'Change stance' move.

Ullr has the ability to swap from

a bow wielding hunter to a close ranged dual axe assassin by way of his "Ultimate ability," or his #4 move.

This makes him extremely hard to counter. If you are a ranged character, he is right at home with his bow and if you are a close combat character and try to get the upper hand by closing the gap, he is also right at home with his axes. Because of this attacking him one on one requires some tact or brute force.

I mostly play as mage class gods and I find Ullr frightening to get into a scuffle with due to him being able to close the gap and attack my defense and health lacking God.

Ullr has some tricks up his sleeve, such as his "Thrown axe" which stuns an opponent for as long as 1.8 seconds (which in heated battle is a LONG TIME), his "Glory bound" jump ability, or his "Hail of arrows," which drops arrows from the sky on unsuspecting targets.

I should also note that when he changes stance, each of his moves (1-4) change as well.

To elaborate, his #1 move goes from a penetrating arrow that goes through anything while dealing damage to a thrown axe that stuns;



his #2 goes from giving an attack power bonus to a movement speed bonus; and his #3 move goes from arrows raining from above, to his jump ability.

For anyone seeking to play as Ullr, I would suggest learning to play Odin or Kali beforehand so you understand his assassin side, and Artemis or Anhur for the ADC aspect. It could be overwhelming to learn both sides at the same time, especially if you are new to Smite altogether. The gods I named are, in my opinion, the closest gods in play style to him, from the assassin and ADC models.

Ullr was added into the game of Smite on March 20th, 2014, and at this point, the Smite community seems relatively split as to whether Ullr is "OP" (Over powered) or if he is fine as is. I myself have seen some very poor Ullr players as well as some that I never want to have to fight toe to toe again! So my opinion is that he is pretty well balanced in regards to other ADC gods.

Overall, he is a great character. He really livens up the battlefield of Smite and adds unique twists to combat that keep everyone on their toes... I do wonder what it would have been like to see him skiing around the battleground though... §



SMITE LAUNCH TOURNAMENT RECAP

The release of SMITE on March 25, 2014 was celebrated with the largest tournament Hi-Rez has hosted to date. The event was held March 28 through March 30 in Atlanta, Georgia and had a prize pool of \$100,000.



By Lauren Piersol

After the community's purchasing of the premium Poolsiden skin added \$5 per skin sold, the prizing was increased to \$200,000. The eight teams invited to compete for their portion of the large prize pool were hosted in Atlanta by Hi-Rez for the weekend. Unlike the qualifying weekly tournaments, the event was a best of three for every match-up with the finals being a best of five. The brackets were created by pairing the first place team from each region against the fourth place team from the opposite region; the same was done for second and third place teams from each

region. Teams that lost fell to the losers bracket where they could fight their way back into the top bracket and the finals.

In the first round Team Solo Mid (TSM) dominated Denial eSports. This was despite these matches being the first TSM had ever played at a LAN (closed network) event and against a Denial team that had placed second at PAX Prime just seven months earlier. While Denial dominated the early game, TSM came back in both matches to neatly win. Team Coast, which had a roster change at mid just after qualifying for the event,

also struggled in their matches against COGnitive Gaming. COG dominated throughout both matches and easily secured their continuation in the top bracket.

Team Snipe faced off with Cloud 9 HyperX (C9) on the main stage for their first matches. In what would turn out to be exciting games, C9 came back from a loss to take first blood on Snipe's Apollo(Allied) at only two minutes into the match. This was followed up only forty-five seconds later with Bakasura (Xaliea) getting a kill in the solo lane on to Chaac (Wolfy). Only three minutes later, Snipe turned what was







looking to be a bad situation in their favor, and Allied managed to redeem his initial death with a double kill. C9 responded with another kill in the solo lane followed by taking the tier one tower. Despite the loss of the tower, Snipe pulled ahead in gold after taking an uncontested Gold Fury. The rest of the match would prove to be similarly exciting as the first six minutes were. The game remained fairly even with C9 keeping a slight lead until around the twenty minute mark. At that point, Snipe had several unsuccessful pushes up mid that led to C9 taking the Fire Giant at twenty-two minutes. C9 pressed

their advantage, took the last of Snipe's towers, the left phoenix, and then rushed the base and destroyed the Titan.

In the final match of this series, C9 chose the same lineup that won them the second match while Snipe saw the return of most of the first game roster. Feaster Bunny Bakasura (Xaliea) took first blood on Jingle Hel (Wolfy) in the solo lane at a little over four minutes into the match. Snipe quickly answered taking down Bakasura under tower. Snipe controlled the map from that moment on. C9 had no answers to the force of Allied's Neith and

Shing's Nemesis combined with the healing from Hel and Guan Yu.

In the second major matchup of the day, third seed SK Gaming faced off against second seed Team Dignitas. SK team captain Proxyqq bantered with Team Dignitas captain Lassiz before their matches hoping that Dignitas would enjoy the next two matches. In game one, Ah Muzen Cab (Zapman) took first blood on Neith (Realzx) despite being under SK's tower at the three minute mark. SK did not let this go unanswered, and less than a minute later Sun Wukong (Enqu)



found a kill on Chaac (Anatoily). The match continued in much the same manner as it started with both teams exchanging kills; however, Dignitas was able to maintain the gold and experience lead by taking the Gold Fury and a tower before the start of mid-game. At only seventeen minutes in, Dignitas was able to fully push down the mid-lane. They swarmed and killed the titan, taking game one.

In game two both teams brought out some less conventional picks with ShadowQ demonstrating what a powerful tool Aphrodite can be in the hands of the right support, and Enqu brought Scylla to the solo lane. First blood came at only a minute and a half into the match when Freya (Lassiz) and Zeus (TheBest) took out Poseidon (CaptainTwig). SK responded when Odin (Badgah) and Anhur (Smek) were able to

take down Apollo (Zapman) only a minute later. Eighteen seconds later, Nemesis (Proxyqq) found a kill onto Freya, and the game was on. While the match was fairly back and forth, Dignitas amazing jukes proved to be too much for SK, and they took the second match as well.

Team Dignitas continued their path to the finals facing Team Solo Mid. Both teams began with solid picks, and TrixTank was allowed to play Sun Wukong, a character he has a one hundred percent win rate on in competitive play. QvoFred also went with the dynamic choice of He Bo in jungle. The European team started out with strong ward coverage and taking both mid camps. Dignitas attempted several unsuccessful early ganks, and first blood goes to Vamana (Gamehunter) onto Ra (Anatoily). TSM continued their

early domination getting kills on Tyr (Lassiz), Agni (TheBest) and Geb (ShadowQ) during a dispute at mid harpies at only five minutes into the match. Dignitas answered back focusing down QvoFred and Lawbster at every opportunity, however, it wouldn't be enough to secure the win. When asked about the He Bo pick, QvoFred said, "It gave us two magical power. That forced Dignitas to build magical protection, which made our physical carries more effective." Despite keeping kills and gold fairly even, TSM pressed every advantage with Vamana's (Gamehunter) penta kill at thirty-three minutes, they took the Fire Giant and the game.

In the second match, Dignitas respect banned Zeus and Vamana. This did them little good as Tyr (Gamehunter) supported by all of TSM took first blood on

Geb (ShadowQ) one full minute before minions had spawned. The match continued with gold, kills, and experience staying relatively close. Then, at twenty-six minutes, TSM baited a fight at the Fire Giant that ended in a decide. With the Fire Giant buff in hand, TSM secured the victory with a quick push up right lane and advanced to the winner's bracket semi-finals.

While TSM and Dignitas battled on the main stage, COGNitive Gaming and Snipe Gaming fought on the second stage for a place in the semi-finals. This was the first matchup of two North American teams in the launch tournament. Snipe amazingly took the first game with only three members of their team up. This was followed by COGNitive Gaming demonstrating why they were the first seed from North America and taking both of the next games with a vengeance.

In the first semi-final match up of the series, Team Solo Mid faced COGNitive Gaming. COG's andinster quickly took first blood against Lawbster in mid at just short of four minutes. COG followed up with their clockwork like teamwork and took the first tower at only six minutes into the game. TSM responded with a doublekill onto Freya and Ra, but it

wasn't enough as BaRRaCCuDDa quickly took out YOUNGBAE. TSM fought back until the kills, gold, and experience were even. The match was an on the edge of your seat nail bitter, with MLCst3alth making Ra snipes through walls to secure a kill to andinster juking Apollo's attacks until his Freya can secure a triple kill (this after Apollo has scored a triple kill himself). The turning point for TSM came when TrixTank rode in on Guan Yu's horse to the rescue and stole the Fire Giant from COG. TSM takes out three of COG and pushes the mid lane. They consider rushing the base,

but then backed out to regroup and take the last of the towers. At thirty-six minutes, TSM finds the kills onto COG, and with all objectives down they take the titan and the game.

Match two saw first blood at just under three and a half minutes when YOUNGBAE took down BaRRaCCuDDa. COG finally scored their first kill ten minutes into the match, an unusual occurrence for the typically dominant team. Just short of twenty minutes in, TSM took the Fire Giant and all of COG's tier one towers. TSM pushed the



right lane completely and moved on to take the mid tower and phoenix. While COG was able to get four kills on to TSM, fire minions raced into their base from the middle and right lanes. TSM took the Fire Giant again at thirty three minutes and quickly finished the match securing a spot in the finals.

The second day of competition focused on the bottom bracket and the fight for a spot in the finals. Team Coast and Denial eSports both lost their first round matches 2-0. Team Dignitas secured their spot in the quarter finals with a decisive 2-0 victory over C9, and SK redeemed their earlier performance by going 2-0 over Snipe. SK and Dignitas faced off for the second time at the tournament. Dignitas once

again dominated going 2-0 over SK. This led to a showdown between COGnitive Gaming and Team Dignitas, a familiar scene to North American SMITE fans.

The semi-finals match between the top two teams in North America was as exciting as the matches that lead to this epic matchup. First blood came only one minute into the game and in favor of COG when Odin (Daretocare) took out Aphrodite (ShadowQ) in the duo lane. While Daretocare and BaRRaCCuDDa found another kill on to Zapman, Lassiz and TheBest managed to take out MLCst3alth in the mid lane. This began a somewhat even exchange of kill until, at only eleven minutes into the game, andinster had finished his polynomicon on He Bo

and had was sitting 4/0/1, becoming a serious threat to Team Dignitas ever coming back. Dignitas, never to be a team to be ignored, did come back - stealing the Fire Giant at sixteen minutes with ShadowQ's expert Aphrodite play. Dignitas pushed their advantage, taking objectives until COG rallied and was able to kill three of Dignitas's damage dealers. In what can only be considered an amazing feat of superior game play and arrogance, Dignitas baits COG into a team fight at the Fire Giant while Apollo (Zapman) pushes into the base and takes down COG's titan and game number one.

In the second match up, COGnitive Gaming once again took first blood, this time on Ra







(TheBest) on to the jungle He Bo (andinster). COG continued to fight and showed why they were the number one seeded team in the tournament. At twenty-five minutes COG led with eleven to three in kills, the Fire Giant buff, and had taken down all but two of Dignitas's towers. COG took the match at only twenty-six minutes, leading to a game three.

COGnitive once again came out strong and BaRRaCCuDDa took out Anatoily in the solo lane using Neith's world weaver ultimate to take first blood. Only minutes later Dignitas fights back taking kills onto He Bo and Neith. After gaining this lead, Dignitas never looked back and dominated every inch of the map. Dignitas took the titan together in grande

team fashion at twenty-eight minutes and secured their spot in the finals against Team Solo Mid.

If the semi-finals hadn't kept the fans on the edge of their seats, the final matches between Team Solo Mid and Team Dignitas nearly brought down the house. In a rallying of EU pride, teams that had only the day before been fighting for a spot in the finals were ready and cheering on their regional fellows. Dignitas enjoyed the home team advantage with all members being Americans. In a show of how deeply connected the Smite professional community has become, team captain's Lassiz and YOUNGBAE shared a good luck hug on the main stage just before the first match.

When asked about the moment, YOUNGBAE said, "We've played against each other and together for a long time, and after spending time together at the tournament, both teams really were happy to see each other play their best." Because they came to the finals by dominating the top bracket, TSM began play with a one match lead in the best of five series.

TSM quickly took first blood on to Dignitas as Trixtank took out ShadowQ only one minute into the game. The answer came only moments later as Lassiz and Anatoily found a kill on to Gamehunter in the solo lane. While Dignitas was able to gain and maintain a lead for most of the early and middle game, TSM fought back and with teamwork and knowledge that comes from being friends both in and outside of the game. At twenty six minutes TSM took down all but Lassiz, who owed his life to amazingjukesanduseofabilities. TSM used this moment to take the Fire Giant. After thirty-two minutes of explosive play, Team Solo Mid pushed the left phoenix and took game one.

In what would be the last match of the finals and tournament, Dignitas came out fighting. Zapman took first blood on

TrixTank at the five minute mark. Dignitas maintained a solid lead until the eighteen minute mark when, in moment that could have been pure magnificence or pure greed, Zapman attempted to solo the Gold Fury. TSM quickly spotted this out and collapsed onto the area stealing the Gold Fury and taking Zapman's life. This lead to a team fight where TSM scored a diecide on to Dignitas without losing any of their own. In what was one of the most important moments of the game, QvoFred single handedly stopped a Dignitas Fire Giant attempt at twenty-two minutes while picking up a kill onto Zapman. Despite being cornered, QvoFred makes it out alive. At twenty-nine minutes TSM charges the base, taking the match and winning the tournament.

Every team that competed was awarded some portion of the \$200,000 prize pool. In first place, TSM took home a little over \$100,000 to split among them. Team Dignitas came in second and brought home silghtly over \$50,000. In the end, Tead Solo Mid played their hearts out and finished the tournament without ever losing a match. The team will be traveling to China later this year to play in a tournament against a team from China. §



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INTERVIEW WITH OCTANEPRO



By Miles Haggerty

Hey OctanePro, thanks for being here with me today. You're an established content creator here in the SMITE scene and we'll be getting to that later on, but first tell us a little bit about yourself.

OctanePro: My name is Patrick Jester, I grew up outside of Philadelphia and after graduating with a Management Information Systems Degree from Shippensburg University I moved to the Hershey area working within the Information Technology Industry. Growing up I was very much a console gamer until I was introduced to Counter Strike & Starcraft back in middle school. Since then I have spent a lot of time playing World of Warcraft, Starcraft 2, DayZ and now SMITE.

You used to do Starcraft 2 content as well, if I remember correctly. What kinds of projects were you working on at that time?

OctanePro: I was involved in the Starcraft 2 scene as an amateur competitive e-sports commentator, along with being a producer of a weekly Starcraft 2 show called 'The StarCast Podcast'. While in Starcraft 2 I also worked on a few other side projects revolving around the Starcraft 2 scene and new player education with a show called 'The Strategist'.

It seems you've got a knack for active content creation for gaming communities. How would you compare the Starcraft2 community to the

SMITE community?

OctanePro: The Starcraft 2 community already had an established community, streamers & content creators from the original Starcraft that came out years ago. Because of this, new talent, content creators and personalities didn't change much. It made it very difficult to make a name for yourself in the Starcraft 2 scene. Being part of the alpha, beta and now launch of Smite I have seen a lot of people come and go. Yet, with such a small community it's been very easy to make a name for myself and grow with the community.

Once you transitioned to SMITE in it's alpha stage, what were your first content projects?

OctanePro: I was a streamer when I was involved with the Starcraft 2 scene, so I carried over that passion to SMITE when I first got into the game. Sometime later Drybear started producing SMITE Youtube gameplay content which caught my eye. The wheels started turning about introducing the scene to a weekly SMITE show, which is when I approached Drybear about being my co-host on 'The Smite Update'. Soon after, we launched the show and episode 1.

And the rest is history. What was the content creation scene like at that time? Were there other people you considered approaching as well?

OctanePro: At that time there were very few personalities in the scene. DeamonMachine was around at that time producing a weekly show with guest, so there were some personalities forming. Yet, I was looking for someone new that already had a following to help jump start the show.

That's a very favorable situation to be in. So you started the show with Drybear and you're almost at the 50 episode mark, I believe. What kinds of topics have you covered on 'The Smite Update'?

OctanePro: 'The Smite Update' has three main discussion points: community & eSports news and finally Patch Notes. We spend some time at the top of the show discussing different community articles, events & items from around the scene that we feel viewers should know about. We then move into the eSports section of the show covering tournament results, roster changes & big plays. Finally, we end the show discussing the previous week's patch and how we feel it has affected the game.

That's quite a depth of coverage. Is there a discussion you've had on the show that you'd like to highlight?

OctanePro: Not a particular discussion, yet the shows are a ton of fun and our conversation runs wild in random directions. The biggest addition to the show was bringing on community eSports commentator FDOT. The show was really lacking someone with an over the top passion for the eSports Scene and he was





perfect for filling that gap. Not only that, but his personality has added to the show in so many ways. I will be filling the third co-host chair with another great guy shortly which will be announced in a few weeks.

That's awesome. FDOT's passion for eSports is very noticeable. He's been casting for a while, but some may have heard him for the first time when he casted the games from the second stage with Krett in Atlanta during the \$200k

SMITE Launch Tournament. You have another show called 'Smite Talk', what's the focus of that podcast compared to 'The Smite Update'?

OctanePro: I wanted to develop and host a show that was based not only around spotlighting figures in the community but also give viewers an outlet to ask questions or make comments. 'Smite Talk' is a show that I host weekly, where I have one guest on a week for a formal interview and then open up the

lines to the viewers to call in and ask questions and interact with myself and the guest. Last week we had on Team Solo Mid's coach, Zimpstar. Which I thought was a fitting guest after his team won the \$200K SMITE Launch Tournament a few weeks ago.

It's great to get some exposure for EU community figures. What other guests have you had on the show?

OctanePro: I have had a variety of guest on the show from Hi-Rez Studio's employees, eSports commentators, community content creators & popular streamers. I am hoping in the future to have more players on the show.

I hope so too, as it would be a great chance for players to interact with their fans. You've been with SMITE for the long haul and I must ask, how would you describe the the SMITE community's growth and attitude over time?

OctanePro: The SMITE scene has amazed me since the start. It came into the Multiplayer Online Battle Arena (MOBA) scene late and still found a way to attract such a large Player vs Player audience. Other games would have failed by now and rushed

through beta, but the crew at Hi-Rez Studios has done an amazing job. By being transparent, listening to the community and fueling the eSports scene to help jump start the game ten fold.

Interaction with the community in the ways you mentioned above is definitely something Hi-Rez is serious about. It's evident that you're involved with the SMITE community in many ways

through your content projects, but are there any other community projects going on that you think the SMITE community should know of?

OctanePro: A project I am not directly involved in but that I think is a huge benefit to the SMITE community is Hi-Rez Studios' SMITE Forums. The forums are a great addition to the community and something we have needed for sometime.

Thanks for participating in the interview, OctanePro. Is there anything you'd like to say to our readers and your fans?

OctanePro: I would like to just thank everyone for all of their support towards 'The Smite Update' & 'Smite Talk'. The community is what makes the shows and my content worth producing. So Thank You! [S](#)

The screenshot shows the Smite Forums website with a dark blue header and a light blue sidebar. The main content area is divided into three sections: Hi-Rez Official, Technical, and General. Each section contains a list of forum threads with their respective icons, titles, view counts, thread/post counts, and the most recent post.

Category	Thread Title	Views	Threads / Posts	Last Post
Hi-Rez Official	Official Hi Rez announcements and releases.			
	Announcements (2 Viewing) Official Hi-Rez announcements.	2	4 Threads / 14 Posts	DryBear to join Hi-Rez ... by Vital 03-23-2014, 05:11 PM
	Server Status (15 Viewing) Official Hi Rez comments on server status.	15	5 Threads / 6 Posts	April 15 and 16, 2014: ... by HiRezStew 04-14-2014, 03:53 PM
	Patch Notes (7 Viewing) Find your patch notes here.	7	5 Threads / 6 Posts	April 11th 2014 Kumbhakarna... by Drybear 04-11-2014, 04:04 PM
Technical	Public Test Server and Other Special Testing (6 Viewing)	6	5 Threads / 384 Posts	April 12/13, 2014: ... by piean2013 04-15-2014, 05:26 PM
	Server status, bug reporting, and support.			
General	Bug Reporting (14 Viewing) Report your bugs here.	14	469 Threads / 2,405 Posts	Kumbha's ult on Tyr by Flareb00t Today, 05:05 AM
	Help and Support (12 Viewing) Looking for help with Smite.	12	301 Threads / 1,725 Posts	er det tilstrækkeligt by nbdwdo34my Today, 05:31 AM
	Smite Discussion (85 Viewing) General Smite Discussion	85	725 Threads / 8,541 Posts	Help to not die playing... by Nubaka Today, 06:11 AM
General	Looking for Group (5 Viewing) Find comrades in arms here.	5	211 Threads / 619 Posts	LF Active Players [NA] by cornholelo Yesterday, 08:27 PM
	Smite Reddit Re-Posts (12 Viewing) This forum automatically reposts items posted to the Smite Reddit (/r/smite). This allows forum searches to also cover reddit posts.	12	2,306 Threads / 2,427 Posts	My idea of a Zeus nerf by SmiteReddit Today, 06:10 AM

WHAT IT TAKES TO COMPETE



By Lauren Ashly Piersol

The lead up to the SMITE 200k Launch Tournament saw the coming and going of many teams in both the European and North American series. What once was Cognitive EU became Team Solo Mid. Reason Gaming broke apart; some went to Snipe, and others formed ClashnSmash. Exertus became Cognitive Gaming NA. What leads to the creation and destruction of a team? With the new season of SMITE beginning soon, creating a stable competitive team must begin now.

Job “CaptOates” Hilbers has been playing SMITE since early beta and has been in and out of the competitive SMITE EU scene over the course of 2013. One of the notable differences between

NA and EU, he says, is how stable the North American team players are. “When you look at rosters, the team name might change, but the core of the players in North America have stayed together. So teams like Dignitas have been playing together for a year or more.” That stability led to North American teams doing better overall at the 200k tournament; however, Team Solo Mid, an EU team, still took first place. TSM is one of the few teams to enjoy a stable roster. TrixTank and Qvofred are real life best friends, and along with Gamehunter, have been playing SMITE together on teams for a year. Lawbster and Youngbae have also been playing together as long, and so time together as a team really was a deciding factor.

What keeps new teams, in general, from sticking with competing? “New teams end up against the first or second seeded team early in the brackets. It’s not fun and is very disheartening to get trounced so quickly. So even solid mid tier teams fall apart quickly under that type of pressure,” CaptOates relates from his own experiences competing. “To really see SMITE grow competitively, there needs to be a two tiered system with cash prizes in both. So a league just for newer teams to compete in, and then a top prize pool bracket for the experienced teams.” CaptOates’ isn’t alone in his opinion. Snipe’s Shing, who has been competing in NA since the beginning of organized competition, said much the same. “Until the cash prizes



are larger, people aren't going to commit the time needed to develop as a team and win."

Real life tends to get in the way of keeping competitive teams together as well. Psyio, who now plays for Cloud 9, was forced in and out of competitive play in order to be able to pay his bills. At one point, the community came together and donated funds to Psyio so he could continue playing competitively without needing to go back to work full time. Players like Tocketty and TheBest are still in high school and are actively juggling a full time sporting career and being a full time student. TrixTank just had his 16th birthday, and so the challenges of being a top student, top player, and still needing a guardian for international travel are just a handful of the challenges facing the young developing competitive SMITE community. "Parents can be as much of an obstacle as work, sometimes more so," Resterian explains. "During exam season, it's almost impossible to keep a regular schedule for practice."

Choosing and keeping a competitive team together is a challenge for sponsors as well. "The biggest challenge to keeping a team together is having them united in both victory and defeat. If a team can't lose without pointing blame, it won't last long," explained Adam Heath, owner of Reason Gaming. "It helps if the team is friends outside of the game as well. It's never good when players don't talk outside of practice. Sponsors look for teams that have both consistent play and a consistent roster." When asked what drives sponsors to teams,

Adam explained that the most important factor was exposure and following. "It's not all about being the best. It's about reaching audiences and growing your fan base." One of the perks of being sponsored is having the support of the rest of the organization's staff, teams, and fans coming to cheer your team on, something SMITE has begun to see with Team Solo Mid's League of Legend fans being drawn to cheer for the TSM SMITE team.







COGNITIVE

Gaming is one of the top organizations in

SMITE, and they have seen whole teams dropped and new ones picked up. David Fry, COG's CIO, said, "It's business. I like Shing and Allied, and I respect them as great players and hope they see the same. They were probably angry though, and rightfully so. The difficult thing with eSports teams is that it's not like my sports management background. Teams and players don't come and go much here, where as in football they shift frequently." David also spoke about the future of SMITE as a sport and what the biggest pitfalls were for competitive players and teams. "Challenges start and finish at the same point. In America, being a professional gamer is not a job. For this reason alone keeping a highly competitive team together is problematic." David went on to explain how if eSports developed along the lines of

other professional sports, it would improve the level of play for everyone. Most sports teams have rosters three or four deep at each position. "It means with a team of fifteen or so everyone on the starting roster is driven to keep improving so they can keep that spot. It also drives the man that's second or third to improve so he has a chance at starting and taking that position as his." If eSports was similar, the top competitive player base would be more expansive than it currently is.

Mid tier teams in SMITE can take hope at getting noticed and sponsored. "Cost effectiveness will make me pick up a mid tier team that I've not built myself," says David Fry. Cost effective, in this sense, means something that will sell or has the potential to grow to top tier play. Adam also said something similar, that any organization would sponsor mid tier teams if there were

events that granted those teams as much exposure as the top tier events.

The new season for competitive SMITE begins in May. According to HiRez, the season, where teams earn points to qualify for LAN tournaments, is currently planned to run until July. August will see two regional LAN events, one for North America and one for Europe. These events should have sizable prize pools and will qualify two teams from each region for the playoff event in November. Wildcard qualifiers for the playoffs will compete sometime in September or October. Qualified teams will then compete in a playoff event in November, likely to be similar to the Atlanta launch tournament. This event, in addition to having its own prizing, will qualify teams for what HiRez promises to be their largest event to date, a World Championship event with teams from China competing against the top NA and EU teams. Teams will have to form and work hard putting in the time to be consistent and ready to dominate. Start saving now so you can be in Atlanta for this January 2015 event. §

SMITE REVIEW



By Kris West

It says a lot about a game when you've purchased countless titles from AAA to Indie, and the one that grips you is the free-to-play one. Smite is one of the newer MOBA (Multiplayer Online Battle Arena) games having only recently come out of beta and is already showing a lot of promise.

I was hesitant at first to try Smite because I'd already tried Dota 2 and League of Legends with neither had really grasping me. Once I tried it however, I was wondering what took me so long. There's a lot of unique selling points for Smite such as the fact you're fighting with Gods or that the community, I've found, is a lot 'better' than other MOBAs; but the real unique thing for me was the third-person perspective.

I couldn't really get into other MOBAs due to their top-down, scrolls everywhere, click lots to move style. Don't get me wrong, I'm no stranger to a dungeon crawler, but there was something about being online and knowing that I needed to use twitch reactions that meant I didn't like relying near-most entirely on my right hand. That could be because I'm left handed (I know, heathen) but that's besides the point. I instantly felt comfortable using the WASD keys to navigate within Smite and that's what really kept me interested to find out more.

As aforementioned, Smite is a lot like the other big MOBAs and follows a free-to-play model. You are allowed access to the game with a selection of Gods to

start off with and a free rotation changing with each update. If you want to unlock more Gods, you have to either use Favor, the in-game currency earned by leveling up and playing; or Gems, the real money currency. You can also spend Favor or Gems on alternate skins for your Gods, or Voice Packs to make your in-game commands reflect your God. The free-to-play implementation in Smite, unlike in some other titles, is fairly minimal and doesn't get thrown in your face every ten minutes. If you want some extras for the game, they're there. It's entirely your choice if you purchase them.

Speaking of Gods, there's a whole bunch to choose from. There are more than 50, spanning

cultures and religions such as Zeus, Greek God of the Sky or Kali, Hindu Goddess of Destruction. A lot of the Gods available I hadn't heard of such as Neith, Egyptian Weaver of Fate but Hi-Rez studios have gone to great lengths to help you understand their lore a lot better, should you wish to. The research into the lore really reflects upon the Gods' designs as well, some in more subtle ways than others. One example would be Aphrodite, Greek Goddess of Beauty. Her stockings show wave patterns which suggests the lore that she was born from the sea. It's these small details that really make the game and surprise you after dozens of hours of play

So, you've picked your God. Now it's time to take to the battlegrounds but luckily, you've not just got the one to choose from. You've got an option of five different game modes: Joust, Conquest, Assault, Arena and Match of the Day. I won't go into detail about these as, for the most part, they're very similar to other MOBAs but suffice to say, if you want to know more about them, you can find information on their website

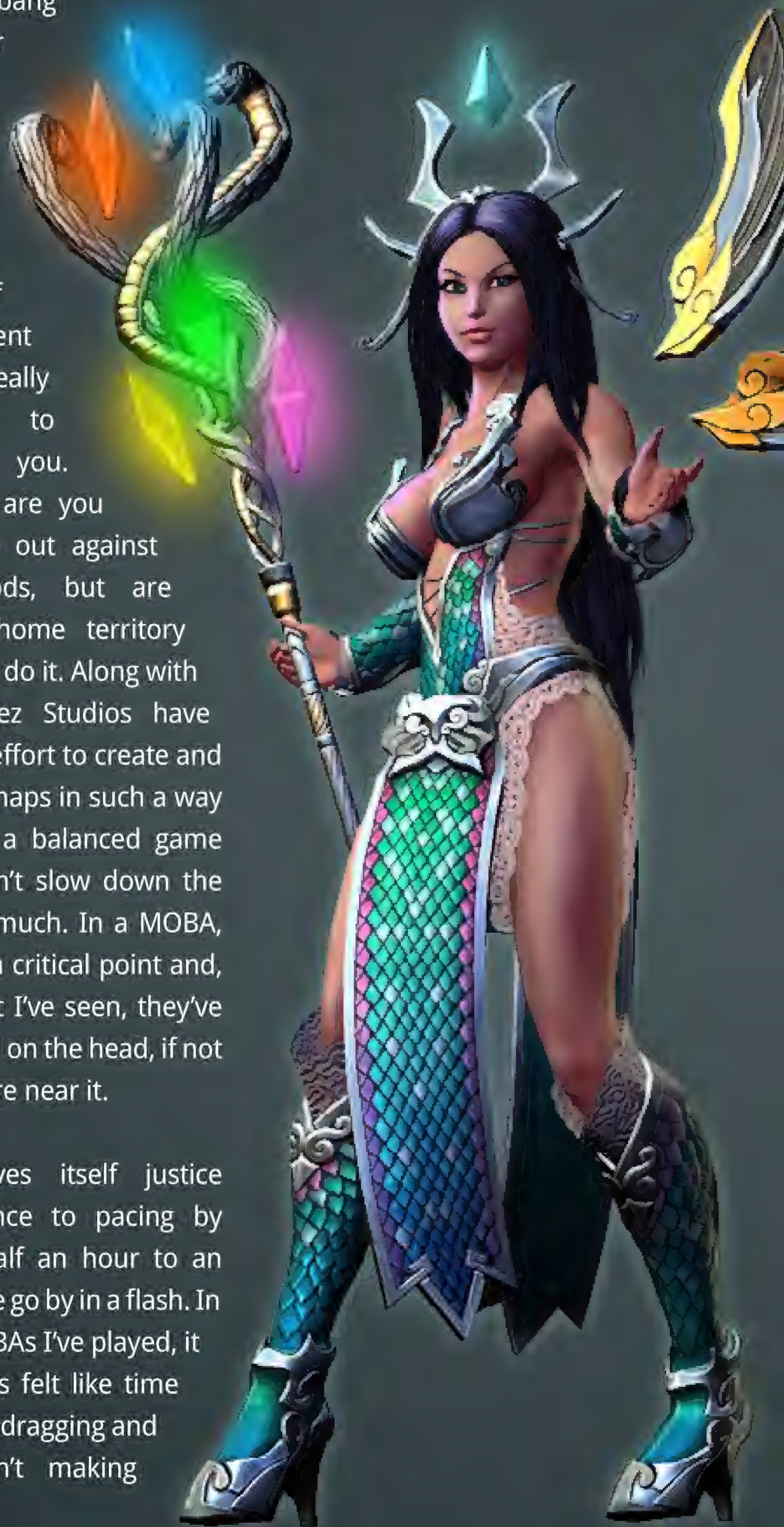
or in the game.

What I will say about the game modes, however, is that their design is bang on to their

lore, much like the Gods. The look and feel of the different maps really helps to immerse you.

Not only are you battling it out against other Gods, but are in their home territory whilst you do it. Along with this, Hi-Rez Studios have made an effort to create and alter the maps in such a way to create a balanced game that doesn't slow down the pace too much. In a MOBA, pacing is a critical point and, from what I've seen, they've hit the nail on the head, if not somewhere near it.

Smite gives itself justice in reference to pacing by making half an hour to an hour game go by in a flash. In other MOBAs I've played, it has always felt like time was really dragging and we weren't making



much progress. Here, I rarely notice time passing. Another key point to bring up on pacing is that, even if your team is down on points or levels, it's not uncommon for you to be able to get back on top. It's no easy job, but it also isn't impossible.

Graphically, the game is beautiful and, for the most part, the Gods look fantastic and up to date. With a game boasting so many characters however, you're bound to have some shown more love than others and that's no different here. Some of the Gods can feel a bit dated in comparison to others. For instance, Neith can feel quite robotic at times and Ao Kuang just doesn't melt into his movement as smoothly as others. In time, these will be updated, no doubt, but it's a bit jarring to go from a fantastically crafted Ullr to a jarring Arachne.

It seems like a lot of time has gone into getting the sounds and soundtracks right for Smite. When battling in the Arena, the sounds of the crowd egging you on and the triumphant music blares through your speakers as you're getting close to the end of a match. Everything down to the voices for the Gods is damn-near perfect. Purchasing the previously mentioned voice packs really gives you a feeling

of personality to each individual God and brings them to life that little bit more.

With more than a million players worldwide, Smite is gaining a lot of momentum from its community and, whilst it's not strictly part of the game and thus, won't be tallied in the final score, the community is an essential part to a game such as this. Throughout the beta period, the fans have constantly fed back into the developers and, if

it wasn't for them, it wouldn't be the game it is today.

Overall, Smite adds a welcome twist to the MOBA formula and, with constant updates and tweaks made with the help of the community, doesn't look like it will be fizzling out anytime soon! If you've ever wanted to know what it would be like to throw Thor's hammer into Poseidon's face, look no further than Smite: Battleground of the Gods. VWGL. VWGF. §





READER'S LETTERS

DEAR GAMEONMAGAZINE,

I REALLY WANTED TO ASK YOU ASK SOME QUESTIONS
ABOUT THE SMITE MAGAZINE BUT WASN'T SURE HOW.
PLEASE COULD YOU LET ME KNOW HOW?

THANKS,
READER.

HI READER,

IF YOU'D LIKE TO ASK US ANY QUESTIONS, AND
POSSIBLY HAVE YOUR QUESTION AND ITS ANSWER
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COMMUNITY SHOUT OUT!: DRYBEAR



By Dan Macias

The man. The legend. The Drybear. Hello everyone, and welcome to the Community Shout Out! My name is Dan Macias aka bitterTREE and I'm very, very happy to introduce to you a man whose name is already synonymous with awesome! Today we're going to discuss the great things that Drybear (whose real name is Rory) has done for the SMITE community and how he, alongside the Hi-Rez staff and the other official Twitch SMITE channel streamers have nurtured and supported the growth of one of the best MOBAs seen to date, granted that's the opinion of one highly biased player.

Let's start by bringing up a website that personally helped me and, in fact, still helps in those Assault

games with a god I'm unfamiliar with. That site is of course: www.tiermonster.com, a site run by Drybear as well as several other moderators including Oponn, fas7twitch, Lordwhizzkid, and eBadger. Now, if Tiermonster is unknown territory to you, I highly recommend visiting, especially if you're a new player who wants one place dedicated to teaching different gods through user submitted content. Tiermonster also offers an extremely easy-to-use grid when you want to get pointed in the right direction on what to build in different game modes! A notable mention of Tiermonster has to be the recent charity tournament event dedicated to help support the American Red Cross and the global relief effort held on Dec 18th, 2013 known

as Divine Intervention where several members of the Hi-Rez staff, as well as widely known streamers and professional players, were allowed to have a fun tournament with anyone who donated. One last thing that should be mentioned about Tiermonster are the monthly tournaments they hold for anyone to participate as long as you sign up; this provides both a competitive and casual aspect to the already exciting gameplay that is SMITE.

All that being said, the contributions from the driest of bears don't just stop at Tiermonster - his helpful persona and cheery attitude are a staple of his own personal Twitch stream, as well as the 1 AM - 4 AM Monday thru Friday

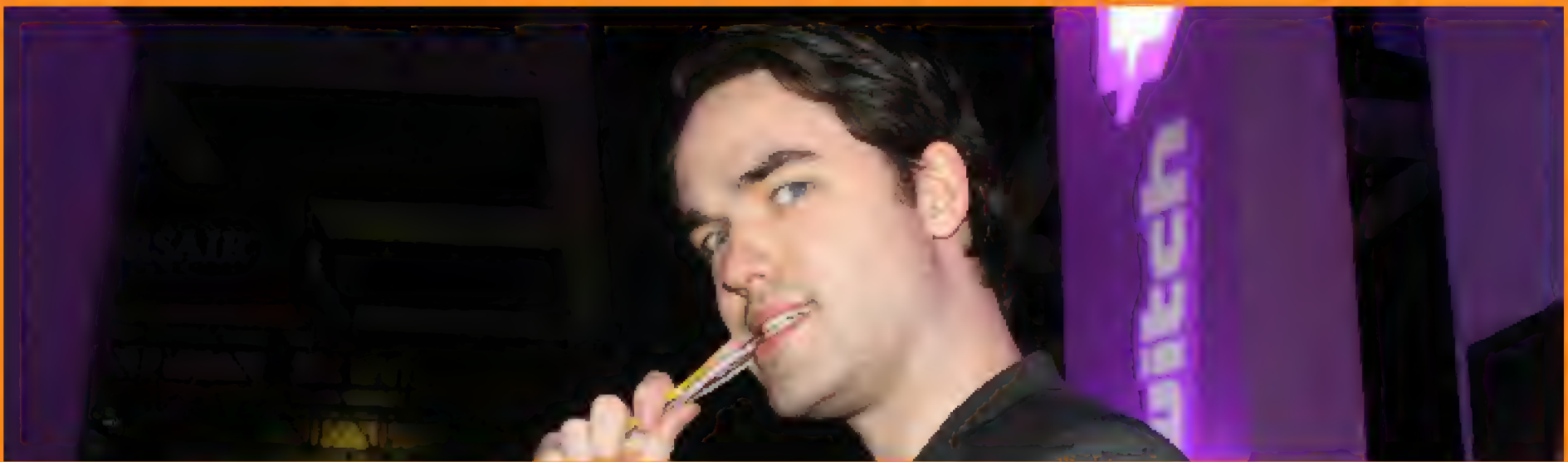
stream slot he currently holds in the Smitegame Twitch channel. Although his streaming hours may be a bit too late for some viewers, Drybear can be found every now and then on Saturday afternoons or Sunday mornings casting the North American tournaments as well as the European ones respectively, casting alongside several other streamers. However, for those unable to watch the aforementioned time slots, Drybear has uploaded a large amount of different videos to YouTube, many containing a variety of all the gods SMITE has to offer; a cursory glance at the videos that have been uploaded to Drybear's channel show a large collection of commentaries where he often describes gods, their abilities, and how to achieve maximum effectiveness. It should be noted that many videos have been uploaded over the two-year course of SMITE's beta and are subject to many different changes when met with the current version of the game, but the information contained therein is still very helpful nonetheless.

In more recent news, Drybear was a pivotal part of the SMITE 200K Launch Tournament as a caster, analyzing the professional teams battle it

out alongside DMBrandon, HiRezBart, Trendkill, Lionheart, and DJPernicus. His skills as a caster were thoroughly shown in the final match between Team Dignitas and Team Solomid with so many great plays and team fights being so accurately called out with HiRezBart by his side, as well as the other astonishing matches held over the three day Launch Tournament. The tournament isn't the only place where Drybear has shown his

incredible knowledge of the game as well as the charisma and entertainment value that has led to his widespread presence in virtually all of SMITE's eSports scene. As previously mentioned, Drybear regularly participates in castingtheweekendtournaments held by Hi-Rez Studios; during these weekly tournaments his passion for SMITE truly shines, thoroughly demonstrating proper knowledge of all player engagements while captivating





the audience with his impressive talent for creating hype trains and bringing a sense of lightheartedness if a player makes a mistake for any reason. However, it was clear that more than anything, Drybear found many ways to increase the already colossal hype surrounding the tournaments with many supportive fans coming out and showing their pride for their favorite professional teams.

There was also an announcement shortly before the tournament that HiRezTodd, COO of Hi-Rez Studios, revealed on Reddit's /r/Smite that Drybear was to join the Hi-Rez family as a full time employee assisting with the moderation of the official Smite forums and continuing his incredible work for the community that has helped develop such a fantastic MOBA. This decision came at almost no surprise as Drybear constantly works hard to promote a fun and entertaining environment

during his streaming hours and while he is casting tournaments. A few examples include some of the more unfortunate events when harassment appears either in-game or in the form of the built-in Twitch chat; it's noted that Drybear works diligently to bring any sort of negative behavior to a stop as soon as it appears. Another example would be during games where not all is going according to plan, Drybear never blames other teammates or surrenders himself to defeat; instead he constantly encourages both himself and his team as well as invigorates the audience, making the best of each situation. News of this recent Hi-Rez acquirement was met with highly positive reactions from Reddit users, several congratulating him via the comments which included several warm welcomes from some current Hi-Rez employees. Alongside the plethora of praises several users took it upon themselves to come up with a new

nickname considering Drybear's employment including DryRez, HiRezRory, and DryRezBear (his current Reddit handle), which goes to show just how supportive the community is in return to a well-earned position at Hi-Rez Studios and the love that community has for one of the most adored streamers around.

Of course, with the very recent launch of SMITE and DryRezBear's newly acquired position, many details concerning the future of SMITE's driest bear are very hazy, but one thing is for sure: Drybear will continue to help support the community and in return the community is more than happy to reciprocate all the love that we have to offer. That being said, if you happen to see Drybear in your game, whether you're playing with him or against him, make sure you show your support for him and all the great work he does; don't forget to drop by his stream slots and show your love there as well!

New from the Studios of Hi-Rez PURIFICATION BEADS



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-Mrs. Dite, Homemaker



"I fucking hate these things."
-Mr. War, Father

SMITE AND TEAMWORK, A GLORIOUS UNION

This is your moment; you have the chance to cause a major upset, and you're just waiting for your team to back you up.



By Julian Martinez

"Enemies at the Gold Fury," is cried out as the proclaimed creature struggles against your foes. "Attack!" is shouted as you ride in on your valiant steed prepared to charge only to run face first into an immovable wall of spears. Once the Gold Fury is slain, the enemy turns to you and you're torn apart by mighty storms, a well-placed taunt and a spin of Odin's spear. After brushing yourself off - your heart sunken as you wish to blame yourself - a teammate reaches out, simply stating "It's ok, we'll get them next time." This is just one possibility in smite, which is designed to encourage working together.

Teamwork is the most obvious part of any multiplayer game that requires you to work with a team, yet not everyone works as a team. Toxicity can develop in any multiplayer gaming community, sure, but Smite seems to be the most welcoming community by far. Most team based game tries to incentivize you to work together in one way or another, yet not all games are successful in this. A soloist attitude tends to evolve with particular roles or character classes in MOBA games, people end up thinking these certain roles "carry the team" in their mind. There are a few design choices that have been put in place to help push Smite players towards togetherness.

A lack of global game chat actually helps people more than you would think. We all started at those low level games at one point right? The biggest drawback of an all chat feature is that those who get angry will start using it to vent to the enemy team instead of actually playing the game. This can lead to situations where someone will stand out like a sitting duck, progressively becoming worse while they complain about how bad their team is. Contrary to what you may think the enemy wants to win just as bad as you do. I am sure if you're complaining while having a giant red target on your back. The first thing your enemy will not do is pull out the



therapists chair to comfort you. Yes it can still happen where that toxic person will shout at you in the team chat. Yet that just gives you one more reason to report that person. Smite can be much more fast paced then some of the other MOBA's out there, so typing long sentences can be detrimental. This leads onto the next great feature, the VGS system.

We don't always get the opportunity to get the whole team in any sort of voice communication. Over time you will meet people who you regularly play games with. Yet you're going to pair yourself with random strangers in solo queue sometimes. This is where the VGS system shines. Within Smite

there is a command for every situation you can think of. From warding to attacking specific camps, you can give suggestions and orders for anything you might need. The best part about this VGS system though? Is that if someone makes a really bad play even after people told that person a specific order, there is no excuse not to see VGS calls or hear them. This helps differ the good from those who don't like to be as good. With everyone that is learning the ropes, sometimes you really just get people that don't exactly like co-operating with you or the team.

That's the thing about smites design that helps keep the community clean, sometimes people are just not so accepting.

You try to assist some people and their gameplay or just to be nicer yet people aren't always willing to change. With the VGS system and the lack of all chat you really can figure out who will be easier to work with overall. Those that distract themselves away from the real game objective will really make themselves known when they spend the time to type to the enemy team via private one on one chats while not contributing as much to the rest of the team. If someone can't even listen to a VGS command then their chance at improving gameplay becomes slimmer as they only distract their own chance at a decent contribution to the game. The one argument for all chat can be that some people want to befriend the enemy, but if you





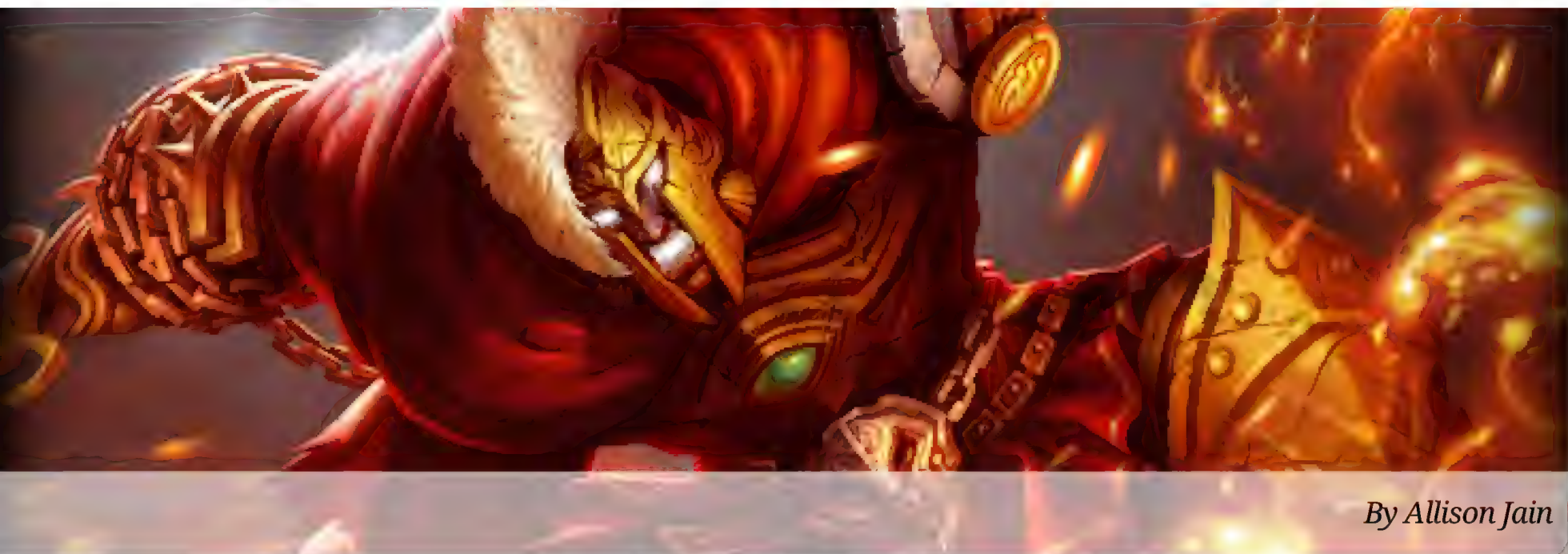
really do want to become friends with your opponents you can add them your friends list. All of this culminates into the reward you get for consistent behavior through the goodwill system.

This is probably the biggest appeal to new players, as you keep your behavior in line and you are a good sport you gain

goodwill. When you have high good will you get additional favor for every match you play. The more favor you earn the more gods, icons and skins you can buy. This is probably the best encouragement you can give new players to behave and play consistently. While it may sound childish, good behavior does tend to stick when it is rewarded.

While Smite is still growing you will always be welcome within the community. We may not have an all chat but we can still get to chat with one another. If you feel you don't have fast keyboard fingers don't worry friend, you have a VGS system that could have everything you possibly need. You can be toxic at your own risk. [9](#)

A LOOK AT LORE: IS ARES REALLY CUT OUT TO DEFEND?



By Allison Jain

What do you imagine when you first think of Ares? An armored, shackle-shooting, chain-pulling badass with a shield that emits flames, of course! In SMITE Ares is the quintessential “Beads check,” a diabolical damage-dealer, and possesses one of the most dreaded ultimate abilities in the game with “No Escape”. He is labeled a Guardian in the game, his pros being high crowd control and incredible defense.

In SMITE, Guardians are tanks; they leap into battle to soak up damage and peel off enemies to protect their team. Ares does just that with brute force: burning his foes with the flames that erupt from his shield to herd them off, shackling them to prevent them from escaping an untimely death

and, most notably, reeling in his adversaries with those dreaded chains to ensure there really is no escape. Ares does this all in the name of guarding his allies from danger.

“GUARDING? WHO SAID ANYTHING ABOUT GUARDING? THERE ARE PEOPLE TO KILL!”

Wait just one second. Ares protecting people? Wouldn't he sooner use an ally as a weapon than consider protecting them? Ares is the Greek god of war. He's insatiable in battle, destructive, man-slaughtering. Would it not make more sense for him to be in the front lines slicing and dicing a la Tyr? Let's dive a bit further into his lore.

Though his role is somewhat limited in mythology, what

we do know tells us that Ares was ruthless and dangerous, often contrasted with his sister, Athena, who symbolizes the strategy and generalship side of war. His value as a war god was even thrown into doubt as, in the Trojan War, he was on the losing side. What the Greeks did not doubt, however, was his physical prowess and ability to be a lethal warrior. He enjoys war for its own sake and revels in the bloodshed and destruction of it all.

In the Iliad, Ares was portrayed as not even favoring a side: he once gave his word to Hera and Athena that he would fight for the Achaeans but later, upon Aphrodite's request, sided with the Trojans. Later on, after overhearing Athena and Zeus speaking about the death of his son, Ascalaphus, Ares wanted to



rejoin the battle against the order of Zeus that declared no Olympian god should enter the fight. Athena stopped him, but only temporarily; when the gods were once again allowed to fight, Ares was the first to act and he went straight to attack Athena in order to avenge himself for the previous injury inflicted upon him by his sister. For his actions he was hated by the other gods and even his own parents.

Why, then, does Ares parade around the battlefield as a Guardian? Taking his lore and nature into consideration a Warrior could be a much more suitable role for this blood-thirsty god.

Warriors in Smite are durable and jump right into the heart of the battle, being able to sustain themselves through the fight. To turn Ares into the bloodthirsty fighter he is in mythology, I brainstormed a new kit to transform him into a physical warrior that fits the class in Smite and draws from his lore as well.

Name	Type	Description
Suggested Passive: Cruelty of the Blade	Passive	For every fourth consecutive attack landed on an enemy god in succession, the fourth attack landed will do double the damage
Suggested Ability 1: Shield Vault	Ability 1	Ares throws forth his shield, dealing damage to all enemies in its path and snaring the first enemy god it comes in contact with for 1 second. The shield will remain connected to the target for .5 seconds after the duration of the snare ends. Ares can leap to the target's location during those 1.5 seconds, dealing bonus damage upon landing. Throw damage: 40/80/120/160/200 + 20% of physical power Leap damage: 50/90/130/170/210 + 20% of physical power
Suggested Ability 2: Staggering Strike	Ability 2	Ares thrusts his shield into his enemy, stunning them for a short duration and silencing them for a short duration once the stun wears off. Stun duration: .2/.4/.6/.8/1 sec Silence duration: .1/.2/.3/.4/.5 sec Base damage: 60/110/160/210/260 + 40% of physical power
Suggested Ability 3: Unyielding Thirst	Ability 3	Ares' thirst for blood is insatiable and for a duration he becomes tenacious, decreasing the damage he takes and increasing his health regeneration as he powers through battle. Duration: 5 seconds Health regeneration increase: 20/30/40/50/60 per second Damage reduction: 5/10/15/20/25%
Suggested Ultimate: Reprise	Ultimate (Passive)	Even upon death Ares' fighting spirit refuses to surrender and he revives at 75% health to continue the battle for 6 seconds, increasing by .5 seconds per level of the skill. For the first 2 seconds of the duration, Ares is immune to crowd control abilities. Additionally, for each enemy Ares slays or assists in slaying for the duration, his respawn timer is reduced. Revival duration: 6/6.5/7/7.5/8 seconds Respawn reduction per enemy slain: 10% Respawn reduction per assist: 2% Cooldown: 130 seconds

Ares' hypothetical Passive in this kit reflects the ferocity and strength he displayed in battle. His first ability allows him to effectively leap into the thick of the action, using the shield he is often depicted as wielding. Staggering Strike, his second ability, makes even more effective use of his shield to immobilize his foes as he slashes away at them with his sword. Ares' notable love of war itself grants a perfect opportunity for his third ability, Unyielding Thirst, to come into play as he continues to power his way through the battlefield in spite of his injuries. Lastly his Ultimate, Reprise, is a reference to his defeat in battle at the hands of Athena and his decision to fight once more to avenge himself. Ares was always depicted as Athena's opposite in mythology. Rather than being wise, strategic and noble, Ares was destructive and dangerous. Athena was inspirational while Ares was feared and even hated by his own family for his bloody actions. For that, Ares could easily fit into the Warrior class in SMITE. Place Ares where he wants to be, fighting ferociously in the heart of the battle, and he will succeed. 



COME AND HAVE A DRINK

Hello readers, come and have a look at what I think about our beloved wine master Bacchus!



By Ashley Eaton-Jephcote

So let's go through his kit and see why Bacchus can tank the alcohol more than anyone else.

1) Chug: Bacchus takes on shots of wine as often as 6 seconds but initially a 10 second cooldown. This gives his passive a certain amount of % his Drunk-O-Meter passive which grants him bonuses in itself. Chug also gives him 6 seconds of protections for both Physical and Magical. This skill is what allows Bacchus to be the highest statistical tank, being the only one to survive a Thanatos execution whilst being under threshold.

Fantastic ability whilst going into a fight or being forced into one as you can give yourself an extra 35 protections on Physical and Magical at max rank which is almost an item's worth in itself.

Arguably expensive in mana costs but if you manage your passive well you can have a non-troubled life whilst using the most out of Chug.

2) Belly Flop: With a stomach the size of some of the smaller gods Belly Flop can be an amazing skill giving one of the biggest possible knockups in the game. If your passive is above 30% (that's one or two shots of Chug) they are also slowed for 20% for 2 seconds. Great setup for basically any crowd control skill in the game as well as your own such as Intoxicate or Belch of the Gods.

Decently sized AoE that allows you to get 2 enemies close to each other in lane, possibly more especially at the Gold Fury/Fire Giant objective. Love the fact that

you get enough time to follow up or get yourself and allies out of there. Viable escape tool as well because you can jump over walls to escape.

3) Belch of the Gods: Burping for a total of 2 seconds with 4 evenly spread damage ticks every 0.5 seconds, this coned skill can in one aspect be the reason your team gets a decide but it can be stopped by any almost any form of crowd control. Again, if you're over the 30% threshold on your passive you will debuff the enemy for 3 seconds, reducing the healing they receive by 25% for 3 seconds.

Whilst I find this a great skill to chain after Belly Flop, most gods are mobile enough to get out of this ability before its full effect unless you position yourself





well enough or know that your enemies have no easy way out of the burp cone.

4) Intoxicate: Throwing out wine all over the place, Bacchus does damage starting from 250 up to 550 in addition to 70% of any Magical power he has acquired. This makes all enemies hit within the area not only take damage but sway from side to side due to the mass amount of wine that Intoxicated them. Adding to that, if Bacchus has his passive above 60% he will receive a magical power buff giving him between 20 and 60 magical power for 5 seconds.

This is a one of a kind skill in SMITE; no other God forces

gods to sway or constantly move on their own for a brief period. In one aspect this skill is great because it gives the enemy a harder time landing their attacks or ability to get away because they're not walking in a straight line. In another aspect this also makes it harder for some of your allies to land attacks too because the enemy is constantly moving side to side, but it is predictable as the sways remain consistent. The Magical power bonus really helps for any finishing required and just dealing more damage for no direct gold cost.

Passive - Drunk-O-Meter: I have mentioned this already but here it is. The Drunk-O-Meter is a passive that has wine raise

(When Chug is used or an enemy is killed giving him 10% on the meter) and fall simply over time, and depending on how full the meter is on the scale determines the benefits he gets.

* From 0-29% (Nothing) He gains no direct benefits out of the Drunk-O-Meter but may gain protections from the Chug used to fill up the meter.

* From 30-59% (Tipsy) He gains 10 magical power and takes 7% less damage overall, plus any protections gained briefly from Chug. His Belly Flop will now also slow targets hit for 20% and Belch of the Gods will now stun enemies for 1 second and reduce healing for 25% for 3 seconds.



* From 60-100% (Smashed) He gains 30 magical power (That's 20 more from being Tipsy) and takes 14% less damage overall (7% more than being Tipsy), plus any protections gained briefly from using Chug. Whilst his Belly Flop and Belch of the Gods still have the same added bonus, Intoxicate will now grant him a magical power bonus ranging from 20-60.

This passive isn't something you can buy from the store and is one of the most synergised passives with his kit as a whole. You can become Smashed and take 14% less damage, have 30 magical power, receive bonuses on all skills, have up to 35 extra Physical AND Magical protections briefly

and FINALLY give yourself a brief Magical power bonus going up to 60, a 90 Magical power potential just from skills Bacchus has for himself.

So with his kit looked over, how do I feel that actually comes out in a game of SMITE?

With a smidgen over 100 games as Bacchus, I can honestly say he is my favourite God in the game to date having played for 9 months. He feels like the tankiest God in the game as what might kill you in 3 shots barely takes enough off your health bar to notice.

Bacchus thrives on tanking in burst with his Chug; giving him

6 seconds of extra protections you ideally want the bulk of damage going on in that time. Whilst you're not the direct focus when it comes to fights, you can certainly give yourself a helping hand should you find a few enemies glued to your stomach. Intoxicate allows that team fight changer; both crowd controlling the enemy in the most unique way whilst giving yourself a helping hand in direct damage and bonus Magical damage to then deal with the situation.

Belly Flop has given me countless smiles when I engage on an enemy or enemies and they all go up and my team just jumps at that chance for a free kill or two because being knocked up still allows you to be targeted by most damage and most forms of crowd control. It's also the life saver your ally needs when they're being chased down in the Jungle or under tower because they gain more distance, easily making the opponent either a failed chaser or even the new victim. The best Belly Flop in my experience is when you jump over the wall of the Fire Giant's lair, knockup everybody who could use HoG (Hand of the Gods) on the Fire Giant and you steal it by yourself before they have the chance to stop you.



Belch of the Gods has probably set up about half as many kills compared to Belly Flop and it feels lackluster at times. Because apart from the obvious real hard crowd control (repositioning/direct stunning skills) others forms of crowd control such as knockups/cripples also stop your burping spree go on. Even a small knockup from Sun Wukong will stop that burp happening, which for the enemy team is a nice stop because plenty of kills happen due to stuns, let alone an AoE stun. But on the other side it is essentially a built up stun, because for 2 seconds you are burping and you only need to hit the last tick of the skill to land the effects. So is it really fair to have your stun cancelled out after spilling out laughable damage for 1.5 seconds and nothing else? I'd say not really, but the rewards of a well timed and well placed Belch are worth the risk of an easy cut off.

How can Bacchus be used, is he capable of the Jungle Athena/Ymir or Guan Yu standards?

Bacchus is capable of being more than the tankiest tank tanking, but he doesn't fall far from it. He doesn't quite pull off that pure mage aspect that Athena



and Ymir put out but he does make a very nice magical bruiser similar to how Zhong Kui can be used. If you mix certain items his damage output becomes more than peeling but becomes a wary poke, which can all change with the bonuses of skill combinations Bacchus gets from his passive.

Spear of the Magus can be used on people for the full effect on Belch of the Gods leading to a devastating Intoxicate to the face. Polynomicon can make a nice dent in someone's health bar even if your skills aren't cutting them down fast enough. Mystical Mail can add up to some decent amounts if you're in the thick of the battle for long enough and manage to stick to the enemy.

But in terms of the main mode Conquest, he is mainly limited to the Support role without a huge amount of skill to do otherwise. His lane clear is almost non-existent, both in lane and in the Jungle but his gank potential is great considering he can jump over walls. However in the Joust world he can be used in that bruiser role, soaking up that damage whilst dishing out those crowd controlling skills with some damage on top.

Well readers, that's what I think about Bacchus, the God of wine. He has made me drunk enough to give him the #1 spot on my favorite God's list and rightfully deserved. After this I think I need a drink, do you? §

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SMITE: GODS OF DEATH

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**Newest God Release:
Kumbhakarna - The Sleeping Giant.
See You Next Issue!**